## CLAIMS

What is claimed is:

## 1. A method, comprising:

maintaining a global resource namespace including a list of a plurality child and parent resource objects and a representation of the relationships among the child and parent resource objects; and

rebalancing the plurality of resource objects.

- The method of claim 1, wherein rebalancing the plurality of resource objects includes recalculating available resources.
- 3. The method of claim 2, wherein rebalancing the plurality of resource objects includes determining whether the available resources are less than currently consumed resources.
- 4. The method of claim 3, wherein rebalancing the plurality of resource objects includes allocating a temporary namespace if the available resources are less than the currently consumed resources.
- 5. The method of claim 4, wherein rebalancing the plurality of resource objects includes for each child resource object determining whether the child resource object has an owner.

- The method of claim 5, wherein rebalancing the plurality of resource objects includes performing an attachment routine for each child object that is found to have an owner.
- The method of claim 6, wherein rebalancing the plurality of resource objects includes destroying the old global resource namespace.
- The method of claim 7, wherein rebalancing the plurality of resource objects includes renaming the temporary namespace to become a new global resource namespace.
- 9. A machine-readable medium having stored thereon instructions which, when executed by a computer system, causes the computer system to perform a method comprising:

maintaining a global resource namespace including a list of a plurality child and parent resource objects and a representation of the relationships among the child and parent resource objects; and

rebalancing the plurality of resource objects.

- 10. The machine readable medium of claim 9, wherein rebalancing the plurality of resource objects includes recalculating available resources.
- 11. The machine readable medium of claim 10, wherein rebalancing the plurality of resource objects includes determining whether the available resources are less than currently consumed resources.

- 12. The machine readable medium of claim 11, wherein rebalancing the plurality of resource objects includes allocating a temporary namespace if the available resources are less than the currently consumed resources.
- 13. The machine readable medium of claim 12, wherein rebalancing the plurality of resource objects includes for each child resource object determining whether the child resource object has an owner.
- 14. The machine readable medium of claim 13, wherein rebalancing the plurality of resource objects includes performing an attachment routine for each child object that is found to have an owner.
- 15. The machine readable medium of claim 14, wherein rebalancing the plurality of resource objects includes destroying the global resource namespace.
- 16. The machine readable medium of claim 15, wherein rebalancing the plurality of resource objects includes renaming the temporary namespace to become a new global resource namespace.